

Beginner's Guide on GDC

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What is GDC?

- Short for Game Developers Conference
- Largest professional industry event for game developers around the world
- Takes place in Moscone Center in San Francisco, California, USA
- From March 2nd through March 6th

What to expect in GDC?

- Talks from speakers
- Lessons on game design or tools
- Open-table discussions
- Indie MegaBooth expo
- Wild Rumpus Indie area
- Expo of game studios, publishers, services, and groups (March 4th to 6th)

What to expect in GDC?

- More talks...outside!
- If you've scheduled ahead of time...
 - Publishing contacts
 - Press contacts
- Game show
- Museum
- Late-night parties!

What is the GDC layout?

- Moscone Center consists of 3 buildings:
- North building
 - Ticketing, career center, museum, game show, talks
- South building
 - IGDA booth, expo, game design lesson, talks
- West
 - Awards Ceremony, Wild Rumpus, Indie Megabooth, talks

Preparations

What to wear?

Preparations

**Should you bring
business cards?**

Preparations

**Should you bring
your resume?**

Preparations

How about a portfolio?

Preparations

Expectations

**What kind of
talks are there?**

Expectations

**What is there in
the expo?**

Expectations

**Is GDC a good place
to find a job?**

Expectations

**What else is
there?**

Expectations

Networking

**Is giving business
cards enough?**

Networking

How should you network?

Networking

**Who should you
network with?**

Networking

**What to do once you
get back home?**

Networking

Closing Comments

Parties...?

Closing Comments

**Any other
advice?**

Closing Comments

Q & A

Closing Comments